

LumiRank Midwest Proposal (by Barnard's Loop)

Recently, trouble has brewed between LumiRank (then titled UltRank) and Midwestern tournament organizers. While the issue had been a topic of background discussion for a while, a high-attendee event held in Illinois – Warp Zone 2 – ended up being classified as D-Tier. This led to it not being cataloged by LumiRank's map posts done every Sunday or Monday.

The purpose of tiering events, at least from a ranking's perspective, is to assign value dependent on who is attending. In essence, the idea behind tiering is to (as accurately as possible) determine the "skill pool" of an event. The event's importance is greater with a higher tier, and tends to be less important at a lower tier.

For a global ranking, the goal veers into finding a balance between cataloging major events with top players in attendance and still being able to catalog non-major events or scenes lacking in them. To this end, the tiering (formerly category system for OrionRank,) system catalogs a lengthy number of scenes and designs its tiers so particularly well-attended or "big events" can attain C-Tier or, in rarer cases, B-Tier status.

The player values for the Midwest from late December to the weekend of GOML in late July were determined by OrionRank 2022's player values of 1-150 and amended further by reworking its usage of power rankings and reworking the "hidden boss" system to remove much of the arbitrary Hidden Boss 1 column and bolster the hidden boss 2 column.

Hidden Boss 1 was an arbitrary patchwork designation often used to help boost event tiers of the power of a given region; the issue with this, from our perspective, is that it was too skewed by personal opinion rather than what occurred in a season.

Hidden Boss 2, while still being based on the results at tiered events, has a more concrete foundation where players can achieve better point values by performing well at notable events.

In practice, the result is typically that players expected to win C-Tiers already strike above the awarded baseline value of 30 points, but it rewards big upset runs on the assumption it has captured depth, which bolsters a scene's ability to have more, better ranked events.

The Midwest has run into an unusual circumstance. For one, the website that tags players & player values for tiering is essentially "dark" during the production of the Summer rankings, as the player values change going into the next season to reflect the changed ranking. Players anticipated Warp Zone 2 was a C-Tier based on early 2022's values, but this wasn't the case, causing backlash.

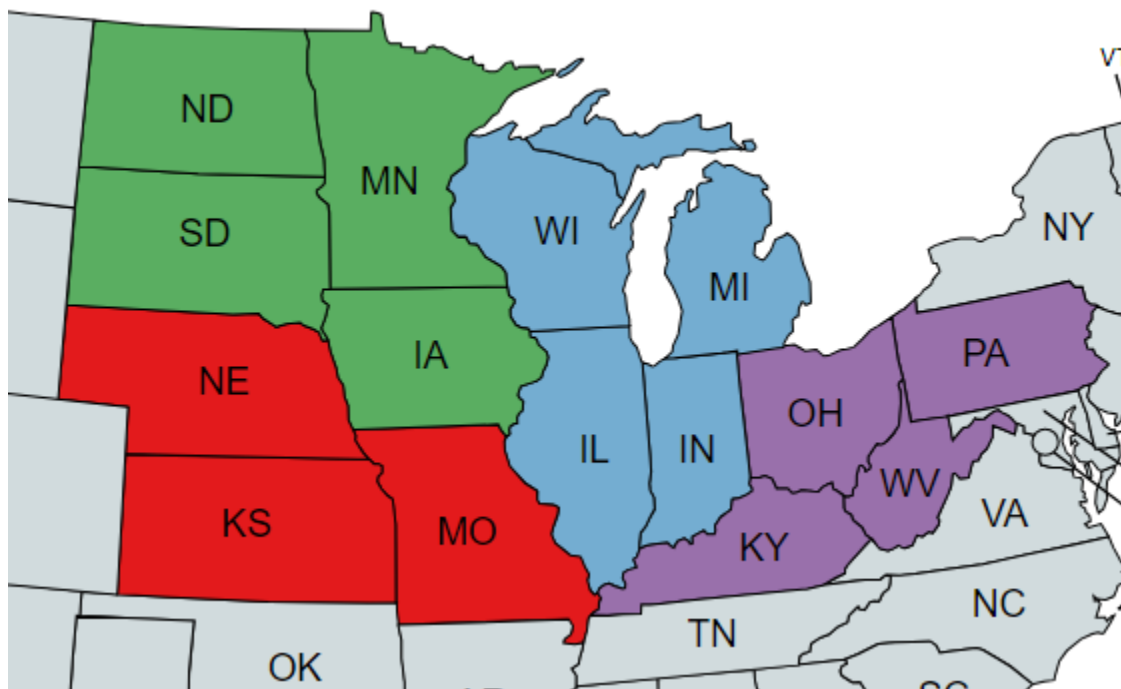
Additionally, some players from the 2023.1 season lost values going into the 2023.2 season. This has been true for a number of areas in the states, so one method of helping regions attain a better likelihood of C-Tier status or higher was to take Power Ranking Values, formerly not applied to the USA, and apply them to USA regions.

Proposal

The Midwest is unusually large as far as regions go. In the past, the region's unity was often simplified by "anchor" events that brought the collective region together. Unfortunately, this infrastructure has changed: Midwest Mayhem and Frostbite are particularly devastating casualties for the region, giving players in the region less opportunity to attend majors.

A lot of hay can be made over what regions benefit from geography, but the Midwest is uniquely densely populated in a matter that doesn't help its case when attempting to produce officially tiered events.

Currently, the Great Lakes/Heartland split bottlenecks a lot of point values. Of particular note is Missouri, where the Heartland power rankings used on the LumiRank TTS mostly comprise of that state but nothing from Iowa or Minnesota. So, a fix would look (something) like this:



This map would allow for the following baseline:

Heartland North – x2 Entrant Values, point values for their #1 to #5. The Midwest would determine this list.

Heartland South – x2 Entrant Values, point values for their #1 to #5. As MO already covers a lot of point values, there wouldn't be a ton of changes needed here.

Great Lakes West – x1 entrant values, point values for their #1 to #5.

Great Lakes East – x1 entrant values, point values for their #1 to #5.

This list for the Great Lakes is recommended, but can be amended pending reception:

Great Lakes W		Great Lakes E	
Onin	MI	IcyMist	PA
Ikan	IL	Geist	OH
Zinoto	MI	AndrewT	OH
Ned	IL	Doorstop	OH
Revolver	IL	Wildz	KY

As noted in the LumiRank document, the Great Lakes is "Region Seated", so all of these players would have a default value of 50 points. The Heartland Midwest is not (so it abides by 50, 40, 30, 20, 10 for #1-#5) but it has doubled entrant values due to a lack of A-Tiers in the region.

This split can remain on paper or be modified from the current proposal, it is simply a suggestion of how to go about things. It's entirely optional if the North/South and East/West distinctions would be noted outside of sheets, since this is not for mapping purposes but for fixing point value issues.

Point Details

The Midwest point Values for events in 2023.1 were 1270;

300	Onin
140	Cosmos
130	ApolloKage
130	Ned
100	Desmona
60	IcyMist
60	Zinoto
60	ATATA
50	Skittles
50	Rayquaza07
40	Ikan
30	Epic_Gabriel
30	Candle
30	Rocke
30	Deathspade
30	Ravenking

This shifted to just 720 for 2023.2, though some of this point loss was due to inactivity from players;

140	Onin
130	ApolloKage
100	Cosmos
50	IcyMist
50	Geist
50	Zinoto
50	Ikan
30	Epic_Gabriel
30	Deathspade
30	Rocke
30	Skittles
30	Ravenking

The current proposal with just Great Lakes East/West changes shifts this to 940;

140	Onin
130	ApolloKage
100	Cosmos
50	IcyMist
50	Geist

50	Revolver
50	Wildz
50	AndrewT
50	Doorstop
50	Zinoto
50	Ned
50	Ikan
30	Epic_Gabriel
30	Deathspade
30	Rocke
30	Skittles
30	Ravenking

Nearly any proposed changes would bump Warp Zone 2 to C-Tier, giving Lucky a baseline of 30, and SSC 2023 had Candle place 25th, giving them fifty points. This shifts the region to 1020, before receiving Heartland North/South changes that would add further values. While this number might be below 1270 when all is said & done, a few things should be noted:

- A substantial portion of this value was tied exclusively to Onin.
- 150 points worth applied to players who have retired and didn't really attend much to begin with (Rayquaza07) or players who rarely attended and later moved away from the Midwest (Desmona.)
- In fairness to this, Cosmos operates on the other end, still contributing points despite not being a regular Midwest event attendee.

As it stands, this proposal splits the values more broadly among the Midwest, tying things less to one specific player. The only element that seems to remain contentious is how entrant values are determined between Great Lakes East & West.

While events prior to Smash Factor X weekend have their values frozen for the remainder of the year, the following events were tested with modified values;

- Honeypot 5 (moves from D > C)
- Midwest Invitational (moves from D > C)
- COST 2023 (moves from D > C)
- Gateway Legends 2023 (moves from B > B+)

Some event statuses didn't change, but this is often due to point declines from high-valued individual players. Warp Zone 2 under this suggested framework moves to 652 points with the following point distribution, assuming Loaf would be PR'd 1st in the Heartland North region and accounting for Lucky's point increase;

252	Entrants
50	Ned
50	Doorstop
50	Loaf
50	Revolver
50	Candle
30	Lucky
30	Skittles
30	Rocke
30	Ravenking
30	Deathspade

In conclusion, the proposal is to scatter points across the Great Lakes/Heartland so their ability to potentially hold C-Tiers at minimum isn't dependent on one particular player attending. This is done via expanding power ranking values to four areas rather than just two, with further conversations on how entrant values might be handled for Great Lakes East/West.